

# **Rules: Player Pitch 10U**

# 1. The Game

- a. Six (6) innings or ninety (90) minutes.
- b. No inning will start after time has expired.
- c. The plate umpire or his designate will hold the official clock.
- d. In the absence of an official scorekeeper the home team book becomes the official book for the game.

# 2. Game Play and Must Play Rule

- a. Bat the roster.
- b. Complete rosters should be submitted to scorekeeper's 5 minutes prior to the scheduled start of your game. Penalty: one out the first inning.
- c. Free Defensive Substitution (cannot affect the batting lineup).
- d. Modified Loose bases/Base Running:
  - i. Base runners are allowed to lead off.
  - ii. As soon as the pitch crosses the plate, the runner may break to attempt a stolen base. If runner moves prior to the ball crossing the plate, then the runner is out.
  - iii. Pitcher is allowed to make a pick off move.
  - iv. Once the pitcher is set, the runner may not steal or take a lead off if not already taken
- e. Balks: Each pitcher is given ONE balk warning.
- f. By umpire's discretion, a dead ball will be called and runners sent back if runners leave early. The following exceptions will apply: 1) runner thrown out stealing, 2) an out is made by the offense on a batted ball 3) allow the runner the base if the batter hits a pitch that in the judgment of the umpire would have been a hit (no errors).
- g. Each player must play two (2) innings by the fourth inning.
- h. A game can start with eight (8) players as long as the ninth player arrives within 15 minutes of the start of the game. If ninth player does not show an out will be taken each time the ninth batter is to appear at the plate.
- i. Players not present when their turn at bat occurs may be removed for the remainder of the game without penalty. The coach has the option of leaving the player's name in the line-up and being charged with an out each time that player's turn comes to bat.
- j. One Offensive time out per 1/2 inning only. One Defensive time out per 1/2 inning only.
- k. Each team is allowed two warnings before a ball is called.
- I. Must slide rule in effect on close plays (Umpires discretion).
- m. No music will be allowed during the game.

# 3. Scoring

- a. Teams shall not score more than five (5) runs in one inning.
- b. If there are less than three outs when five (5) runs are scored, the teams shall change sides.
- c. There is no scoring cap in the sixth inning.
- d. Tie games will be recorded.

#### 4. Coaches

- a. Game is complete if a team is ahead by 15 runs after three innings, or 10 runs after 4 innings.
- b. Each team is allowed four (4) coaches and each must wear the team shirt. Team shirt cannot be altered in any way.
- c. Defensive coaches need to be inside dugout, or not beyond the length of the dugout outside.
- d. Only one (1) coach may approach the umpires
- e. All coaches must have SBA badge to be on the field or dugout. If you are going to have a team mom in the dugout, then she will count as one of your 4 coaches.

#### 5. Substitute Player Rule

- a. If a team is expecting to have fewer players than the number needed to field a full team (9 players), they may pull a player from another team within their division up to 9 players total.
- b. However, that player cannot pitch or catch and must be put in at the bottom of the lineup for batting purposes.
- c. Player must wear original team jersey during the game
- d. Player must come from your division.

# 6. Official Rules

a. The Official Rules of the SBA will in general follow the rules and regulations of USSSA. The local SBA rules are exceptions to the USSSA rules. If there is a conflict with the USSSA Rules, the local SBA rules shall take precedence. The combination of USSSA and SBA local rules compromise the Official Rules of the SBA.

# 7. Recommended Playing Field Distances

- a. Distance between bases 65 feet
- b. Pitching distance 46 feet
- c. Home plate to center of second base 84 feet 10 inches
- d. Foul Line 175 feet, Center Field 225 feet
- e. Pitching Mound 4 inches